



Virtual Worlds: Considering Standards

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08/20/2009



Report Documentation Page				Form Approved OMB No. 0704-0188	
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1. REPORT DATE 20 AUG 2009		2. REPORT TYPE		3. DATES COVERED 00-00-2009 to 00-00-2009	
4. TITLE AND SUBTITLE Virtual Worlds: Considering Standards				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)				5d. PROJECT NUMBER	
				5e. TASK NUMBER	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Advanced Decision Learning (ADL),ADL Co-Laboratory Hub,1901 N. Beauregard Street Suite 600,Alexandria,VA,22311				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)	
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)	
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release; distribution unlimited					
13. SUPPLEMENTARY NOTES ImplementationFest2009, 18-20 Aug 2009.					
14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT Same as Report (SAR)	18. NUMBER OF PAGES 15	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

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Purpose & Scope

- Stimulate **high-level** discussion on issues in virtual worlds interoperability and standards
- Collect **feedback** for further consideration



Crux of the Matter

Leveraging lessons learned may encourage evolutionary advancement and increase rate of adoption

“Those who cannot learn from history are doomed to repeat it.”

~George Santayana

“The successful man will profit from his mistakes and try again in a different way.”

~Dale Carnegie

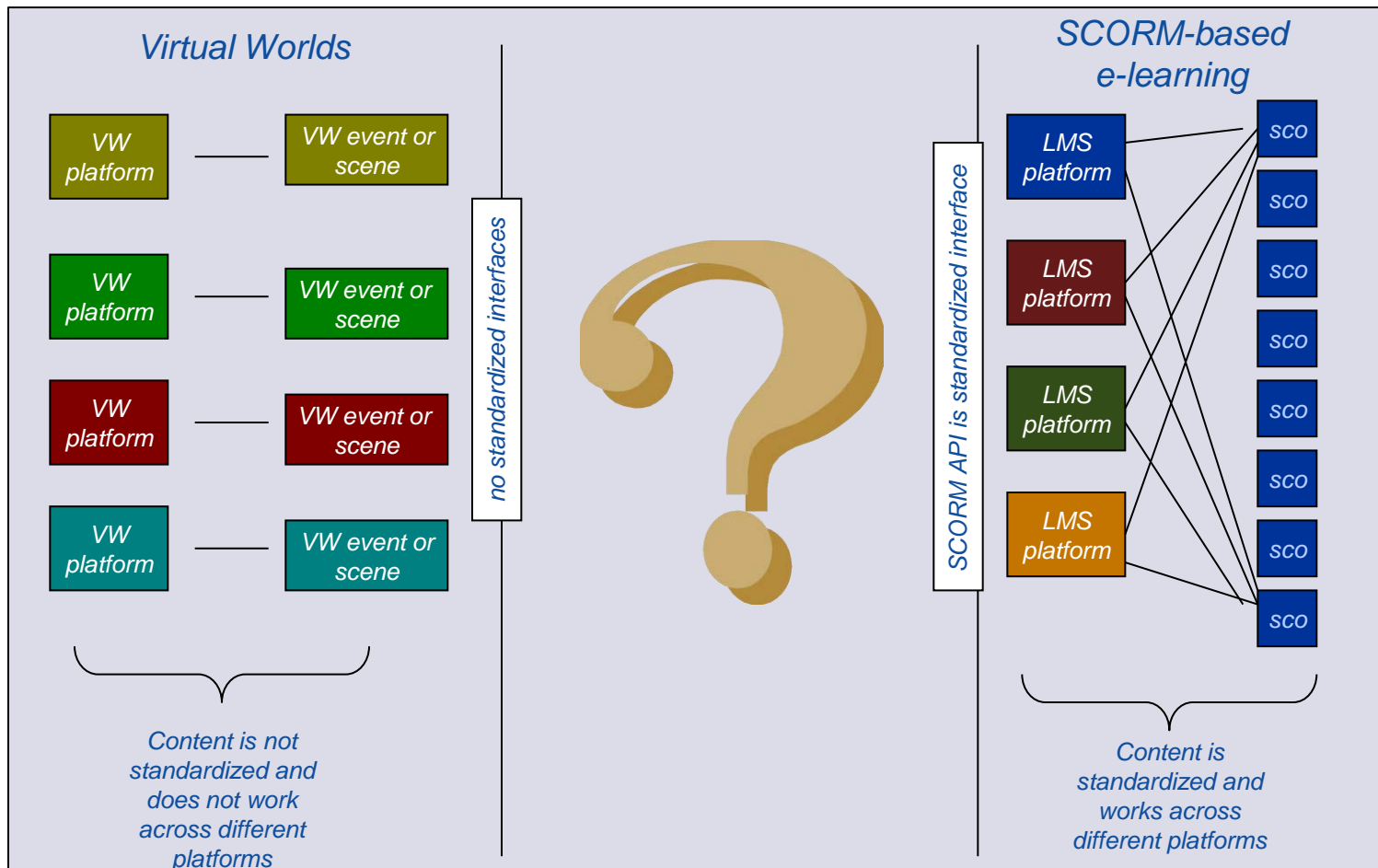
What We Know for Sure

Problems we face using this modality are somewhat familiar

- A one-size fits all solution does not exist
- Interoperability issues are among reasons cited for delayed adoption
- Organizations may test a variety of solutions and choose one or many
- Existing learning content is fulfilling basic requirements
- Legacy learning, content, and/or talent management systems are too valuable to abandon
- Blended solutions have proven to be effective; VWs can be part of those solutions

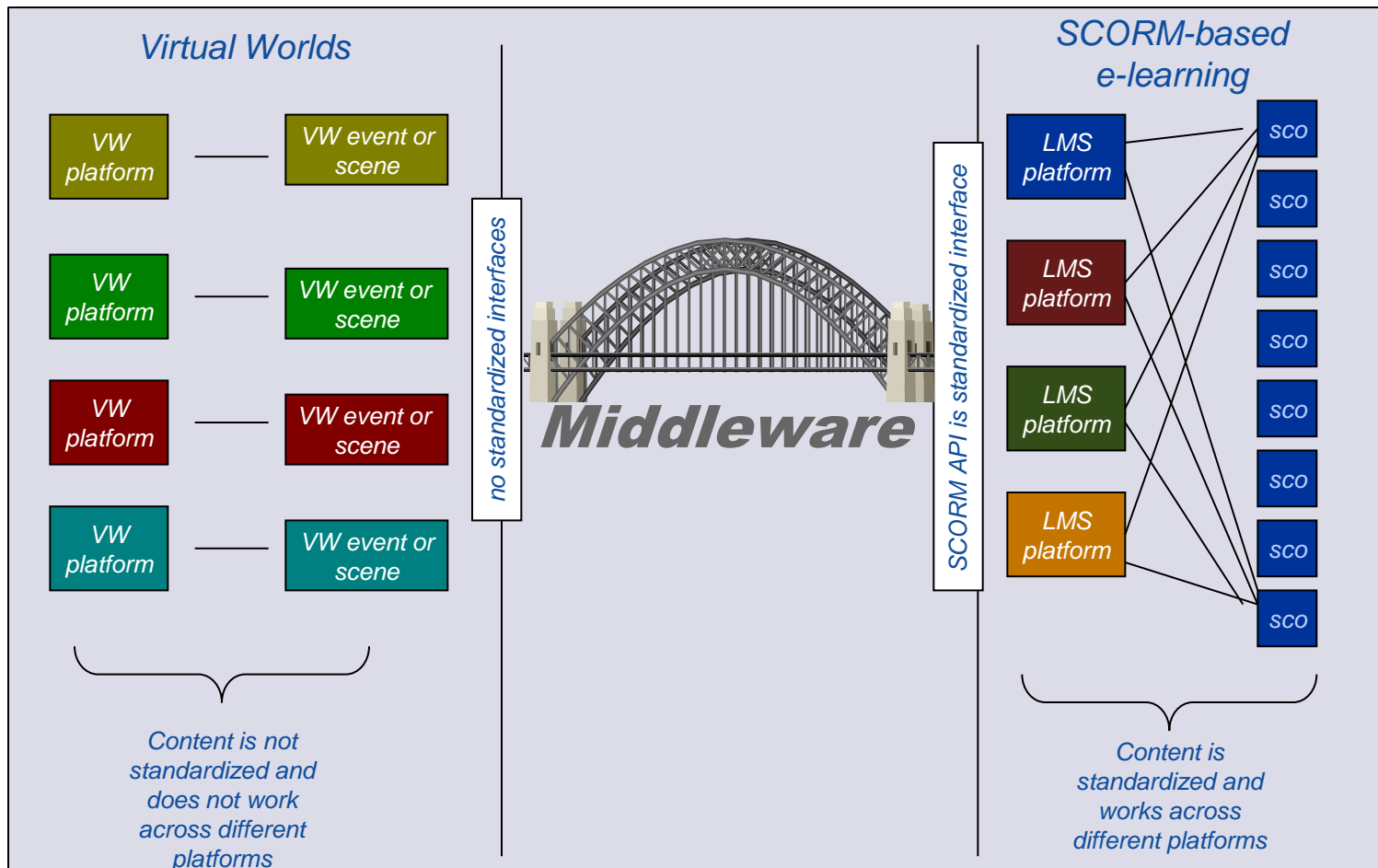
The Current Challenge

Content is specifically designed for a particular platform



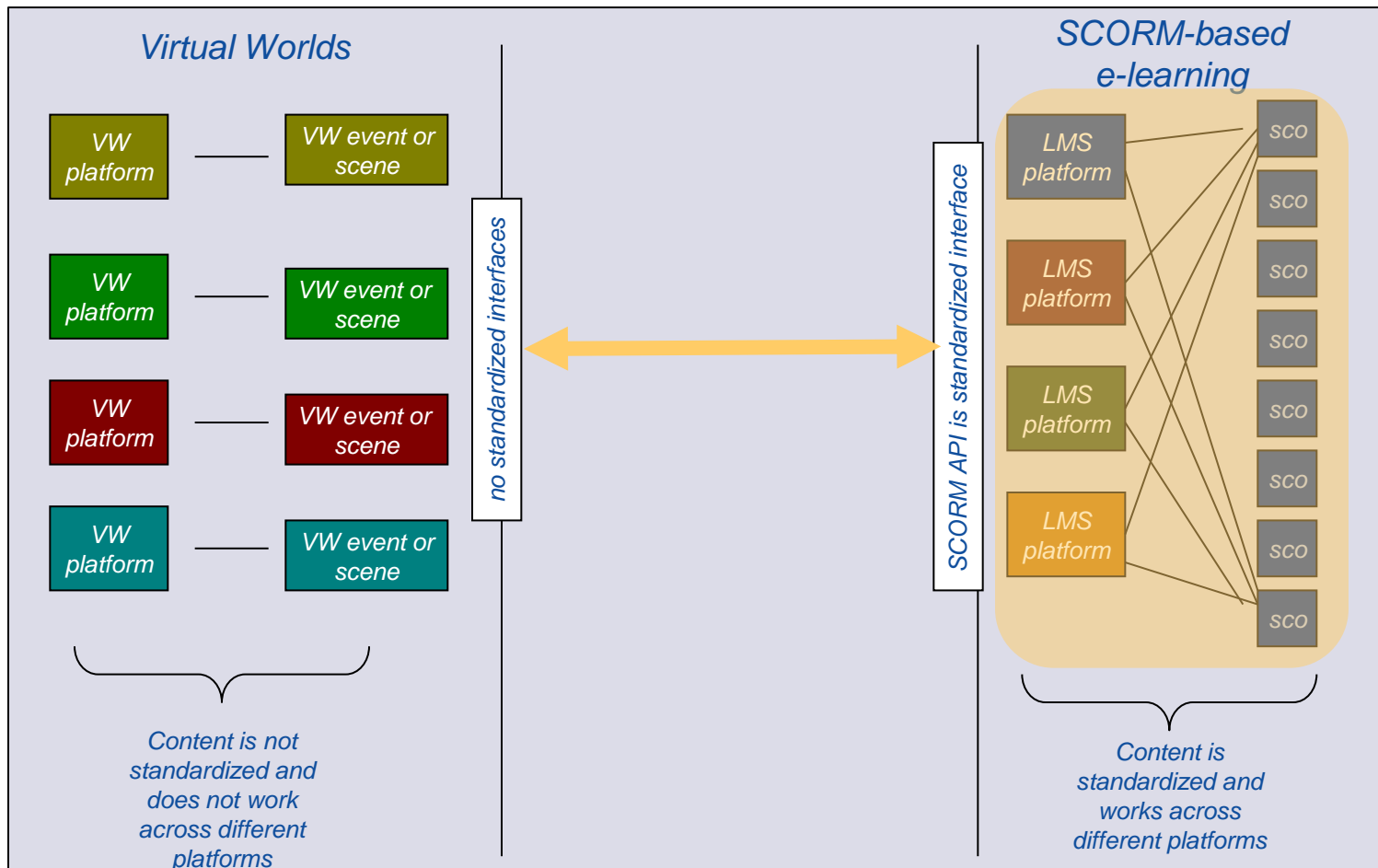
An Idea: Develop a Connection

Content is specifically designed for a particular platform



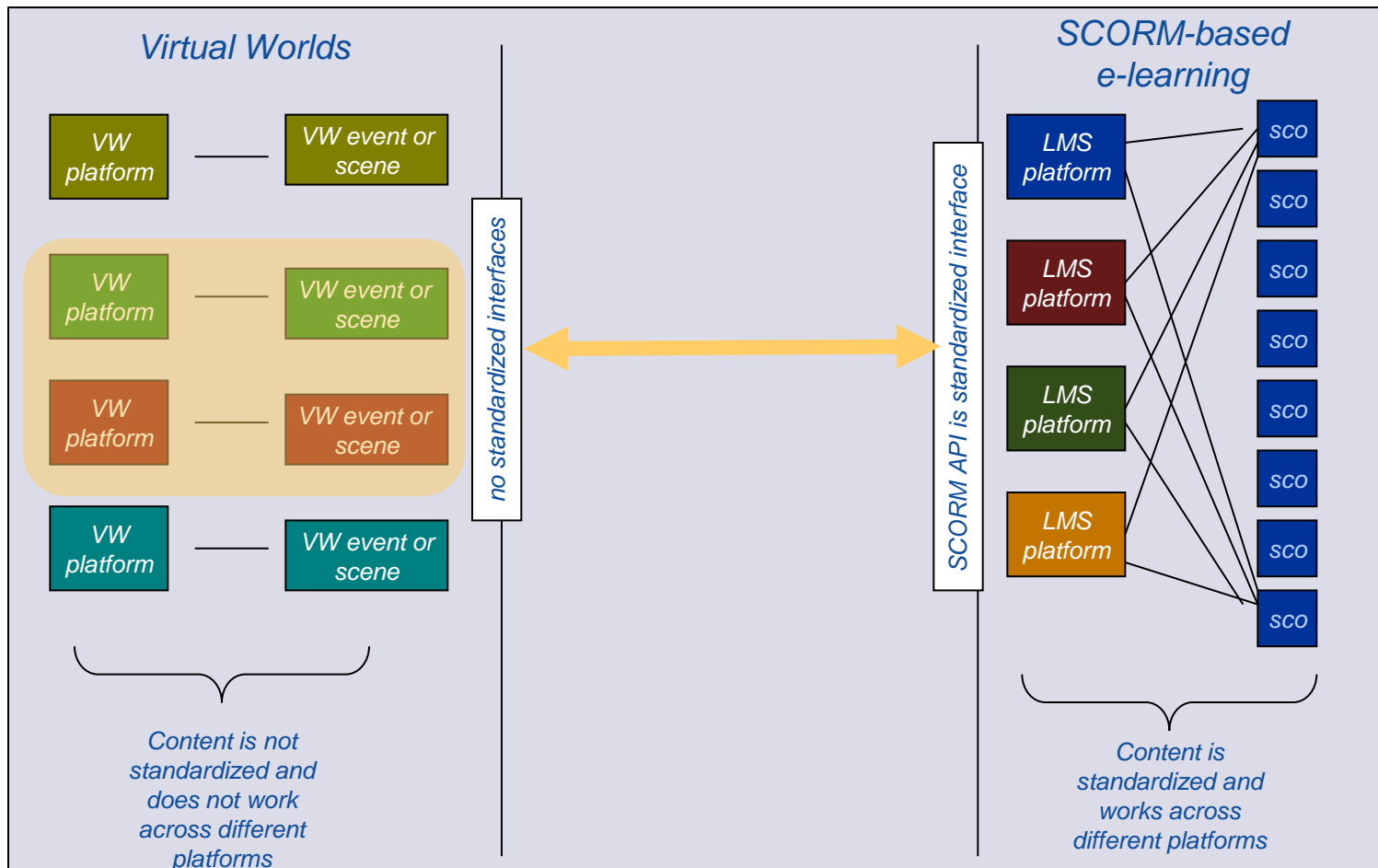
Another Idea: Change (Some) Virtual Worlds

Will changing SCORM address the challenge?



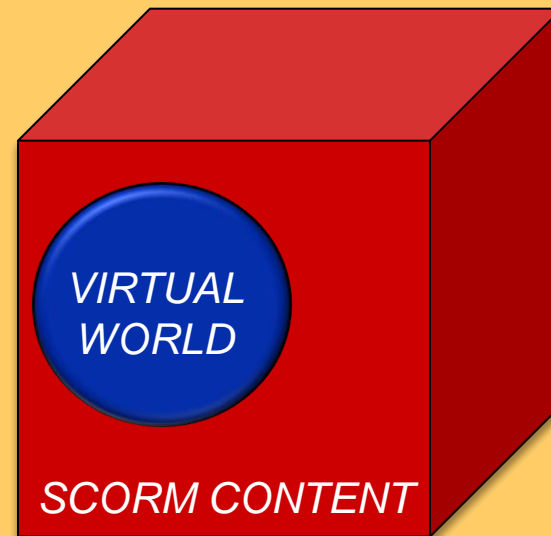
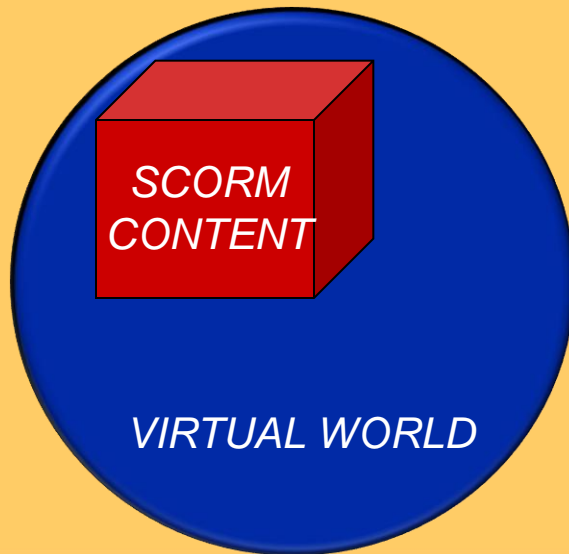
An Idea: Modify SCORM

Will changing some VWs fix the problem?



Two Sides of the Problem

Making virtual world learning available to SCORM systems is being examined



Yet Another Idea: An Overarching Solution

Perhaps we should consider an overarching solution that will address all immersive technologies now and in the future



Current and Past “Use Cases”

A few current and past efforts were designed to examine potential solutions

	OLIVE	Protosphere	Nexus /SIMILE	PowerU	Thinking Worlds	Sloodle	eXact VLW	Pivote /Preview
SCORM in VW	X	X	X	X	X			
VW in SCORM			X	X	X	X	X	
Middleware			X	X		X	X	X
Multiplayer	X	X	X	X		X	X	X



Resources



- ADL Initiative
 - <http://www.ADLNet.gov/>
- Industry report
 - SRIC-BI
<http://www.sric-bi.com/vwc/>
- Variety of workshops, conferences, and discussions



Questions or Comments?

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